## Visual Communications Course Code: 05198

## **Rationale Statement:**

FashionClub.com (www.fashionclub.com) states that, "Visual Communications is a field that combines creative talents with a savvy sense of what makes products sell. A Visual Designer creates exciting themes and displays for store windows, in-store displays, trade shows, galleries, and special events. Professionals in this field also create visual presentations for sporting events, theatrical and musical performances, museums, zoos, historical sites, amusement parks, and nature parks.

The United States Bureau of Labor Statistics Career Guide to Industries (www.bls.gov/oco/cg/cgs031.htm) states, "...this industry includes about 115,000 establishments, ranging from art museums to fitness centers. The diverse range of activities offered by this industry can be categorized into three broad groups—live performances or events; historical, cultural, or educational exhibits; and recreation or leisure-time activities."

**Suggested Grade Level:** 10-12

## **Topics Covered:**

- Career opportunities
- Color theory
- Principles and elements of design
- Technical skills (photography, image editing, graphic design, publishing)
- Graphic identity of organizations
- Visual presentations

## **Core Technical Standards & Examples:**

Indicator #1: Summarize opportunities in visual communications		
Bloom's Taxonomy Level	Standards and Examples	
Understanding	VC1.1 Compare career opportunities in the area of visual communications	
	Examples:	
	<ul> <li>Research opportunities for employment in visual communications</li> </ul>	
	<ul> <li>Interview a professional working in the area of visual communications</li> </ul>	
	Research the requirements, skills, wages, education, and geographic opportunities in the area of visual communication	

	Shadow a visual communications professional	
Indicator #2: Apply knowledge and skills related to visual communications		
Bloom's Taxonomy Level	Standards and Examples	
	VC2.1 Interpret use of color theory in visual presentations	
Understanding	Examples:	
	VC2.2 Interpret use of elements and principles of design in visual presentations	
Understanding	<ul> <li>Examples:</li> <li>Create a notebook of examples of effective elements and principles of design</li> <li>Review an existing visual communications product for elements and principles of design</li> </ul>	
Applying	VC2.3 Implement technical skills necessary for visual presentations	
	Examples:  Research the principles of visual presentation design Shoot photographs for a specific scenario Use image editing software to enhance a photograph Use graphic design software to create a personal logo Use publishing software to layout a personal business card	
Indicator #3: Create visual media that impacts image and identity		
Bloom's Taxonomy Level	Standards and Examples	
	VC 3.1 Critique graphic identity of organizations	
Evaluating	<ul> <li>Examples:</li> <li>Study logos of several companies and discuss effectiveness</li> <li>Redesign an existing logo</li> <li>Develop a checklist for effectiveness in advertisements</li> <li>Develop a magazine advertisement for an existing company</li> <li>Create a presentation on good package design</li> <li>Redesign new packaging for an existing company</li> </ul>	

	Review the signage of several local companies
	VC 3.2 Produce visual presentations that persuade
Creating	<ul> <li>Examples:</li> <li>Develop an effective presentation for selected merchandise</li> <li>Create a window display for a local business</li> <li>Create visual communication products for an event</li> </ul>